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I. PROLOGUE

Kurt Hectic never wanted to be a hero. He would have been content with a normal life, living his years in quiet, dignified anonymity, but it was not to be. Kurt was a loyal employee, and working for eccentric genius Doctor Fluke Hawkins meant occasionally doing the extraordinary. In utter disbelief, Kurt was eventually called upon to leave his beloved Earth, assuming the unlikely title of first janitor in space.

Doctor Hawkins had long suffered ridicule from his fellow scientists. They claimed he was too eccentric, and that his methods were questionable at best. In time Hawkins grew tired of hearing such things, and seeking to work undisturbed he fled the earth into a self-imposed exile. His ship, the 'Jim Dandy,' was launched without fanfare, and he swore not to return until he had vindicated himself in the eyes of his peers. Weeks turned to months and months slowly turned to years.

The greatest of the Doctor's inventions in exile was a six-legged canine named Max, the first successful attempt by Dr. Hawkins to create an artificial intelligence. 'Successful' meant that he never tried to kill the good doctor, and had no plans for global domination. The perfect assistant, Max kept the Doctor grounded in reality, and performed much the same function as the safety-catch on an assault rifle. He was eager to please and adaptable to any task, his gentle soul oddly balanced with an affinity for firepower.

The time for Doctor Hawkins to prove the real merit of his genius came sooner than anyone could have expected. Creatures from a strange dimension attacked the Earth, riding 'energy streams' to the surface and stripping it of all mineral wealth. They landed great machines: 'minecrawlers' that destroyed everything in their path and laid waste to entire cities. The forces of Earth were helpless before the onslaught.

Watching the devastation on Earth, the crew of the 'Jim Dandy' knew they had to act. Kurt was outfitted in the most radical of the Doctor's creations: an untested armored 'Coil Suit,' with chain-gun and a sniper rifle ordinance that could target enemies a mile away. Leaping from the ship on an unconventional parachute of ribbon, Kurt had to make his way to the pilot of each minecrawler and hopefully disable the machines. Kurt was reluctant, but he had no choice. He was the Earth's last hope.

Kurt valiantly fought through the alien defenses, driving to the very heart of each minecrawler, defeating pilot after pilot after pilot, with each falling to his desperate determination. He ultimately challenged the evil

mastermind behind the attack, a grotesque, sadistic creature by the name of Gunter Glut. With the aid of Max and the Doctor's inventions, Kurt was able to take the fight directly to this diabolical beast, and was eventually victorious in the climactic battle. The invasion crumbled and the aliens retreated, their tails between their legs, leaving the Earth battered, despoiled, even ruined, but not beaten. No, not beaten.

Now, with the aliens routed and order restored, our heroes can return to their normal, everyday lives. Or can they? Only time will tell.

II. GETTING STARTED

INSTALLATION

Place the MDK™2 CD ROM into your drive and be sure that all other Windows® applications are closed. If the installation does not start automatically, click on "My Computer," then click the icon for your CD Drive, and finally double-click the AUTORUN icon in the MDK2 root directory. The Installation Menu will appear – it is from this menu that you will be able to: Install MDK™2 onto your computer, view the README.TXT and once the game is installed, check for Updates over the web.

If you have any problems during the installation process, consult the README.TXT. Do this by clicking on the View Readme button. If you require further information, please review the MDK™2 Support Page at www.interplay.com/support/mdk2.

SETUP

MDK™2 REQUIRES A 3D ACCELERATED VIDEOCARD. Please review the README.TXT file on the MDK™2 CD ROM if you have any questions regarding supported cards or require further details.

GLSETUP™

MDK™2 comes with GLSetup™. GLSetupTM™ detects your 3D graphics card and installs the matching OpenGL® drivers. If you are not sure if you have OpenGL® drivers installed on your system choose the GLSetup™ option and follow the instructions. Please note that GLSetup™ is an independent utility not supported by BioWare or Interplay. Information on customer support for GLSetup™ is available in the README.TXT.

STARTING THE GAME FROM THE AUTORUN MENU

Once you have complete the setup procedures successfully, you can begin playing MDK™2 by clicking on the large MDK™2 icon in the center of the screen.
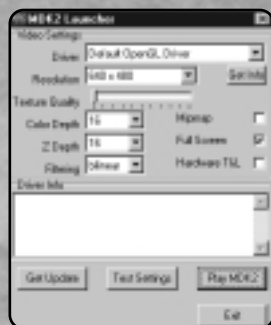
LAUNCH MENU

After executing MDK™2 you will encounter the Launch Menu. The Launch Menu allows you to set up your video card, update the MDK™2 executable, test the video settings and launch the game.

Autorun Menu

The Launch Menu will show you the various video diver setup options. Choose a driver and click the Get Info button. This will show you some extended information on the driver. To check if the driver will function with MDK™2 please hit the Test Settings buttons. If it does work please proceed launch the game with the Play button. If you are unable to find a suitable driver please consult the README.TXT file. Once you are satisfied with the video settings, launch the game with the play button.

Launch Menu

From time to time we will be enhancing elements of MDK™2. Check for updates by hitting the Update button – this will connect you with our online updating service and it will update your version of MDK™2. Please refer to the README.TXT if you have any questions about the online update program.

GAME MENU

Once MDK™2 is launched you will arrive at the Game Menu. At the Game Menu you will have various choices: New Game, Load Game, Options and Play Movies and View Credits.

Game Menu

NEW GAME

Choosing the new game option will start a new game of MDK™2 and begin the introduction movie.

LOAD GAME

Choosing the load game option will bring up a list of previously saved games of MDK™2. Choose an existing save game to return to where you last left off. One of the save games is for the Quicksave slot and another is for the Auto Save slot. Look at the control configuration menu to review the keys used to access the Quick Save game. The Load Game menu can also be accessed from inside the game.

Load Game

OPTIONS

The options menu offers a number of gameplay options. There are three main option categories – Video Options, Audio Options, Control Options and Control Configuration.

Video Options Submenu
Video options modify the functionality of your video card. Please review the README.TXT and your card's manual for information if you are uncertain of your video capabilities.

Options

Video Options Submenu

Driver
You can manually choose your video driver with MDK™2. It is done in this menu, or in the Launch Menu.

Resolution
You can set the screen resolution in MDK™2 with this choice.

Bit Depth
Bit Depth refers to the richness of the color in the game world. There are 2 choices, 16 bit and 32 bit.

Z-Buffer Depth
Z-Buffering refers to the resolution at which distances between objects are resolved. There are 2 choices, 16 bit and 32 bit.

Texture Quality
The texture quality bar controls the amount of detail present on individual textures

Texture Filtering
Texture filtering refers to the method by which textures are "smoothed" in the game world. There are two choices for texture filtering: bilinear and trilinear. Trilinear will provide the best visual results. Please review the README.TXT for suggested filtering methods for various video cards.

Full Screen
MDK™2 can be played either in a window or in full screen mode – this choices allows you to toggle between the two.

Apply Changes
Activate the Apply Changes button to change the video settings.

Control Submenu
Members of this submenu modify features related to the game controls.

Control Submenu

Reverse Normal Up/Down
This option reverses the Vertical (UP/Down) axis of movement during normal gameplay.

Reverse Sniper Up/Down
This option reverses the Vertical (UP/Down) axis of movement during sniper mode.

Analog Sensitivity
This controls the sensitivity of the mouse. Increasing the bar makes the mouse more sensitive.

Display Movie Text
This feature toggles the display of text during movie playback.

Audio Submenu
Members of this submenu modify features related to the sound and music in MDK™2.

Audio Submenu

Effects Volume
The options controls the volume for sound effects in MDK™2.

Music Volume
This option controls music volume.

Voice Volume
This option controls voice volume.

Control Configuration Submenu
This menu allows you to configure the MDK™2 controls to you suit your personal desires. After choosing a control to modify, hit ENTER, and then the new control you wish to enter. Beware, as duplicate controls are allowed.

PLAY MOVIES AND VIEW CREDITS

The Play Movies options is not available until the player views the movie during the game. This menu option will allow the player to play movies independent of gameplay only after they have been viewed during the game.

DIFFICULTY LEVELS

You will be able to set the difficulty of MDK™2 both in the pre-game Option Menu and during the game in the Option Menu.

Play Movies and View Credits

In-Game Menu

There is an in-game menu that can be accessed during gameplay by hitting the pause button (default is ESCAPE). This menu has the following options – Continue (returns to the game), Load Game (accesses the load game menu), Save Game (accesses the save game menu), Options (this accesses the option screen) and Quit (this quits the game and returns to the Game Menu screen).

In-Game Menu

Saving and Loading Games

During the game you are able to save and load at any time. You can either save and load games manually from the in-game menu (accessed

Save Game

Load Game

via the pause button – ESCAPE is the default) or via the quicksave/quickload hot keys (default of F6 (save) and F7 (load), and modifiable in the control configuration menu).

III. CONTROLS

There are three main characters in MDK™2 – Kurt Hectic, Max and Doctor Fluke Hawkins. Each character has both a common and a unique set of controls.

MDK™2 includes two different default control setups. One control setup uses the arrow keys for movement and the other uses the WASD cluster of keys.

The first set uses the Arrow keys and is listed below:

ARROW-KEY COMMANDS

Arrow Up	Move Forward
Arrow Down	Move Backward
Arrow Left	Strafe Left
Arrow Right	Strafe Right

KURT COMMANDS

Mouse 0	Jump
	Press and Hold for Parachute
Mouse 1	Shoot Chain Gun
Spacebar	Enter Sniper Mode
[	Move Item/Weapon Selector Left
]	Move Item/Weapon Selector Right
=	Use Item

SNIPER MODE

Arrow Up	Zoom In
Arrow Down	Zoom Out
Arrow Left	Strafe Left
Arrow Right	Strafe Right
Mouse 1	Shoot
[	Move Item/Weapon Selector Up
]	Move Item/Weapon Selector Down
Spacebar	Leave Sniper Mode

Max Commands

Mouse 0	Jump
	Press and Hold for Jetpack
Mouse 1	Shoot Equipped Weapons
[	Move Item/Weapon Selector Left
]	Move Item/Weapon Selector Right
=	Toggle Weapon ON
-	Toggle Weapon Off

DOC COMMANDS

Mouse 0	Jump
Mouse 1	Combine Items in Both Hands
[	Move Item/Weapon Selector Down
]	Move Item/Weapon Selector Up
=	Hold Item in Right Hand
	Pressing Twice uses Item in Right Hand
-	Hold Item in Left Hand
	Pressing Twice uses Item in Left Hand

The second set of controls is based on the WASD cluster of keys.

It's described below:

WASD KEY COMMANDS

W	Move Forward
S	Move Backward
A	Strafe Left
D	Strafe Right

KURT COMMANDS

Mouse 0	Jump
	Press and Hold for Parachute
Mouse 1	Shoot Chain Gun
Spacebar	Enter Sniper Mode
F	Move Item/Weapon Selector Left
G	Move Item/Weapon Selector Right
T	Use Item

SNIPER MODE

W	Zoom In
S	Zoom Out
A	Strafe Left
D	Strafe Right
Mouse 1	Shoot
F	Move Item/Weapon Selector Up
G	Move Item/Weapon Selector Down
Spacebar	Leave Sniper Mode

MAX COMMANDS

Mouse 0	Jump
	Press and Hold for Jetpack
Mouse 1	Shoot Equipped Weapons
F	Move Item/Weapon Selector Left
G	Move Item/Weapon Selector Right
T	Toggle Weapon ON
R	Toggle Weapon Off

DOC COMMANDS

Mouse 0	Jump
Mouse 1	Combine Items in Both Hands
G	Move Item/Weapon Selector Up
F	Move Item/Weapon Selector Down
T	Hold Item in Right Hand
	Pressing Twice uses Item in Right Hand
R	Hold Item in Left Hand
	Pressing Twice uses Item in Left Hand

IV. THE CHARACTERS

MDK™2 allows you to take control of three completely different characters during the course of the game. Each character has a number of unique characteristics and abilities that set him apart from his comrades.

KURT HECTIC

Kurt Hectic, the lead character from the original MDK™, is a reluctant hero, cursed by circumstance. Once a simple janitor for Doctor Fluke Hawkins, Kurt was chosen to wear the famed 'Coil Suit' to defend the Earth against the invasion of the evil Streamriding Aliens. The 'Coil Suit' was designed by Doctor Fluke Hawkins both as a powerful weapon and an alternative to classy evening wear. The 'Coil Suit' gives Kurt a number of special abilities including: a Sniper Scope that he can use to shoot enemies a mile away, a Ribbon Chute that can silently carry Kurt a great distance while floating through the air, and a devastating Chain Gun. Kurt reluctantly uses these tools to defend the Earth.

Movement

Pressing any of the Movement keys causes Kurt to run in the direction of the key that is pressed. Combinations of keys will cause Kurt to run in diagonal directions.

Kurt can jump into the air by using the Jump Key. He can also grab ledges and pull himself up to surfaces that he might otherwise be unable to reach by jumping toward them and pressing the Jump key.

Chain Gun

Kurt has a Chain Gun mounted on his right hand. Pressing the Shoot Button causes the Chain Gun to fire. The Chain Gun has unlimited ammo, never overheats, and can be used continuously, should the situation require it. There are upgrades that Kurt can find for the Chain Gun that change both its firing characteristics and damage.

Sniper Scope

Pressing the Enter Sniper Mode Key causes Kurt to enter Sniper Mode. A new Graphical User Interface appears when Kurt enters Sniper Mode. This GUI features a zooming viewport that Kurt controls with the Zoom In and Zoom Out Keys, a camera view that shows either Kurt or the bullet he most recently fired, and an array of ammunition currently available.

Kurt can change his sniper bullet with Move Item/Weapon Selector Up and the Move Item/Weapon Selector Down Keys. Pressing the Shoot Button causes Kurt to fire a single sniper shot. Be careful with your ammunition because all shots, with the exception of the default sniper bullet, have limited ammunition.

Note: Kurt can strafe while in Sniper Mode by using the Strafe Left and Strafe Right buttons.

Ribbon Chute
While falling or jumping, Kurt's ribbon chute can be activated by pressing and holding the Jump Key. While activated, the ribbon chute allows Kurt to glide around his environment. Movement keys can be used in combination with the ribbon chute to explore the environment.

Note: If the ribbon chute is opened in an updraft Kurt will rise up into the air.

Inventory
Kurt has a limited inventory of items that he can use during his mission. Kurt's inventory is always active; the current active item can be changed by pressing either the Move Item/Weapon Selector Left and the Move Item/Weapon Selector Right Keys. Pressing the Use Item Key uses the currently selected inventory item.

Health
Kurt starts the game with 100 health points. As he is damaged, his health decreases. Kurt can find items in his environment that can be used to heal his injuries back to a maximum of 100 points.

Game Screen

Sniper GUI

MAX

Max is the robotic creation of Doctor Fluke Hawkins. His unusual design (2 legs and 4 arms) allows him to hold up to four weapons simultaneously. Originally quite tame, Max downloaded an action hero personality in order to better help in the defense of the Earth against the Streamriding Aliens.

Movement

Pressing any of the Movement Keys causes Max to run in the direction of the key that is pressed. Combinations of keys will cause Max to run in diagonal directions.

Max can jump into the air by using the Jump Key. He can also grab ledges and pull himself up to surfaces that he might otherwise be unable to reach by jumping toward them and pressing the Jump Key.

Weapons

A number of weapons are available to Max, and thanks to his unusual physical enhancements, up to four weapons can be used simultaneously. To select different weapons press the Move Item/Weapon Selector Left and the Move Item/Weapon Selector Right Keys. When an unequipped weapon is highlighted, Toggle Weapon On Key to activate it. You'll notice that the weapon changes from transparent to solid when equipped. To unequip a weapon press the Toggle Weapon Off Key.

Max is unable to add ammunition to his weapons and thus he will throw empty weapons away without prompting from the player. Don't worry, there are a number of weapons available in his environments.

Jetpack

There are two different jetpacks available for use by Max: the standard jetpack and the atomic jetpack. Both are accessed by pressing and holding the Jump Key

The standard jetpack has a limited amount of fuel and must be refueled at specific fueling stations. The atomic jetpack has an unlimited source of fuel and recharges when not in use.

Health

Because of his robotic construction, Max has more health points than either Kurt or Doctor Hawkins. He starts with 200 health points that can be replenished by specific items found in his environments.

DOCTOR FLUKE HAWKINS

Doctor Fluke Hawkins is the famed irascible genius responsible both for the creation of Max and the development of "the Coil Suit." As a player character, Doctor Hawkins is most unusual in that his physical weakness is more than made up for by his ingenuity.

Movement

Pressing any of the Movement Keys causes Doctor Hawkins to run in the direction of the key that is pressed. Combinations of keys will cause Doctor Hawkins to run in diagonal directions.

The Doctor can jump into the air by using the Jump Key. He can also grab ledges by jumping toward them and holding the Jump Key, but he is too weak to pull himself up!

Inventory

Doctor Hawkins has two, completely independent inventories, one for his left hand, and one for his right. His selection bar is controlled with the the Move Item/Weapon Selector Up and the Move Item/Weapon Selector Down Keys.

When the selection bar sits over an unequipped item, the Doctor can use either the Hold Item in Right Hand Key or the Hold Item in Left Hand Key to hold the item in its designated hand. He can of course hold different items simultaneously, one in each hand.

While holding an item in his hand, if he presses either the Hold Item in Right Hand Key or the Hold Item in Left Hand Key (toward the hand in which he holds the item) the item is used.

Combining Items

The Doctor's primary power is to combine items. To do this, he must first hold the items he wishes to combine, one in the left hand and the other in the right, and then press the Combine Items Key

One of three outcomes can occur when the doctor attempts to combine items. The first outcome that might occur is... nothing! Not all items can be combined; in fact, many are absolutely incompatible and can cause serious problems when combined. The second potential outcome from combining items is that a new item is created. The name of this new item will be displayed, and the new item will be created in the Doctor's inventory. The third outcome is that an effect might be produced after the combination of items. The effect could lead to either a positive or negative outcome. Don't be afraid to experiment with the Doctor and his items.

Health

Of the three characters, Doctor Hawkins is by far the physically weakest. He only has a total of 60 health points, but fortunately he can create and find items that can replenish his health.

Game Screen

V. THE ITEMS

THE FOLLOWING ITEMS CAN ONLY BE USED BY KURT HECTIC.

Grenade
Kurt can thrown the basic grenade at his enemies to create concussive damage. The distance the grenade is thrown depends on the upward angle at the time of launch. Be careful because Kurt can be damaged by his own grenades.

Dummy Decoy
Kurt can throw the Dummy Decoy into the battlefield in order to confuse his enemies. Being of slightly dim intelligence, the Aliens aren't able to tell the difference between Kurt and his decoy. In fact, they prefer to shoot the decoy, because of its satisfying response to their attacks.

Cloak
One of Kurt's more effective items is the Cloak. The Cloak renders Kurt invisible to alien eyes and allows him to run unscathed through their defenses. Beware, as it has a limited life span.

SNIPER BULLETS AND ITEMS
The following Sniper Bullets and Items can be loaded into the Sniper scope and shot with different effect!

Sniper Bullet
The basic sniper bullet travels straight to its target, causing damage with its impact.

Homing Bullet
The homing bullet tracks its target.

Sniper Mortar
The sniper mortar follows an arcing path to its target. Its arcing trajectory can be used to bomb those difficult to reach spots.

Sniper Grenade
The sniper grenade follows a direct path and explodes on contact.

Bouncing Bullet
The bouncing bullet ricochets off multiple walls on the way to its target.

Sniper Shield
The sniper shield absorbs damage from alien weaponry for a limited period of time.

THE FOLLOWING ITEMS CAN BE USED BY MAX.

Magnum
The Magnum is a basic, non-automatic weapon. Max is given a special Magnum that never runs out of ammunition.

Uzi
The Uzi is a basic, automatic weapon.

Shotgun
The Shotgun is a powerful, non-automatic weapon.

GatGun
The Gatgun is a powerful, automatic weapon.

THE FOLLOWING ITEMS ARE USED BY DOCTOR FLUKE HAWKINS.

They completely defy description.

Toaster

A Pile of Dirty Towels

Lighter

Pipes

Loaf

An Electrical Cord

Remember — experiment with the Doctor's items to discover new combinations!

VI. THE ENEMIES

Here is a very small sampling of the enemies that our faithful heroes will face in MDK™2.

Conehead

Coneheads make up the working class of the Streamriding Alien society. They appear to be harmless until provoked. Once angered, Coneheads lash out with a powerful psychic attack that can pass through physical barriers.

Bif

Bif functions as an imperial guard for the Streamriding Aliens elite. Large and tremendously powerful, Bif possesses a fearsome lightning staff that can discharge electrical attacks that can track the player.

Bottrocks

Bottrocks make up the bulk of the Streamriding Alien shock troops. Extremely mobile and agile, Bottrocks can attack with either their energy cannon or by throwing concussive grenades.

Birdbrain

Birdbrains function primarily as sentries for the Streamriding Aliens. Their ability to fly affords them tremendous maneuverability and their wicked temper makes them a tenacious enemy.

VII. HINTS

- Most of the enemies are extremely dangerous if you get too close to them. Keep your distance except if you mysteriously develop a hand-to-hand attack.

- Make use of Kurt's Ribbon Chute to fully explore his environments. You'll never know what you might find.

- When possible, use Kurt's sniper mode. It's much more powerful than his standard chain gun.

- Don't be afraid to use Kurt's special items when you get into a bind, they can be most helpful.

- Remember that Max has four arms that means 4 guns!

- Max can destroy considerable parts of his environments. Don't be afraid to shoot out windows, walls and anything else that catches your fancy.

- Be very careful with Max and the jetpack. There is usually barely enough fuel for the maneuvers you are required to pull off. Max is tough but he still takes damage from falling long distances.

- Keep the Doctor out of direct combat unless you are have a couple healing items at your disposal.

- Don't be afraid to explore strange combinations of items with the Doctor, you might be pleasantly surprised with what you find.

VIII. TECHNICAL SUPPORT

TROUBLESHOOTING DOCUMENTS ONLINE!

Interplay Entertainment Corp. Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties. If you have access to the World Wide Web, you can find these at:
www.interplay.com/support/

Here you will find troubleshooting information on as well as information on regular system maintenance and performance.

DirectX	**www.interplay.com/support/directx/**
Joysticks	**www.interplay.com/support/joystick/**
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(For game-specific information and additional troubleshooting, visit our main page at: **www.interplay.com**)

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions: **www.interplay.com/support/**

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

- **Title of Game**
- **Computer manufacturer**
- **Operating system (Windows®95, DOS 6.22, etc.)**
- **CPU type and speed in MHz**
- **Amount of RAM**
- **Sound card type and settings (address, IRQ, DMA)**
- **Video card**
- **CD-ROM**
- **Mouse driver and version**
- **Joystick and game card (if any)**
- **A copy of the CONFIG.SYS and AUTOEXEC.BAT files from your hard drive**
- **A description of the problem you're having**

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Friday between 8:00AM-5: 45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line. You must call Interplay's HINT Line for hints, tips, or codes at 1-900-370-PLAY. You must be 18 years +, have a touch-tone phone, and the cost is $0.95 per minute.

Interplay Entertainment Corp. Support Fax: (949) 252-2820

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WORLD WIDE WEB:	www.interplay.com
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X. CREDITS

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IX. INTERPLAY WEBSITE

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Once again, welcome.

Brian Fargo, C.E.O.

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MDK™ 2

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